

FIG.1
PRIOR ART

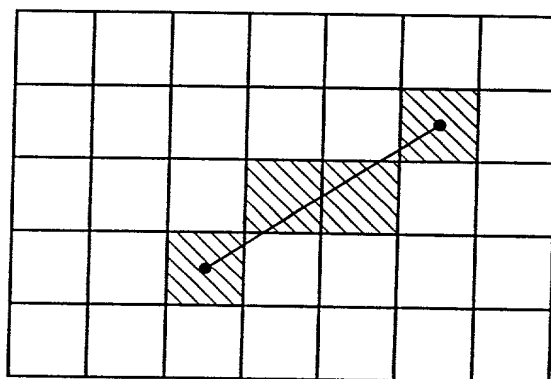


FIG.2A
PRIOR ART

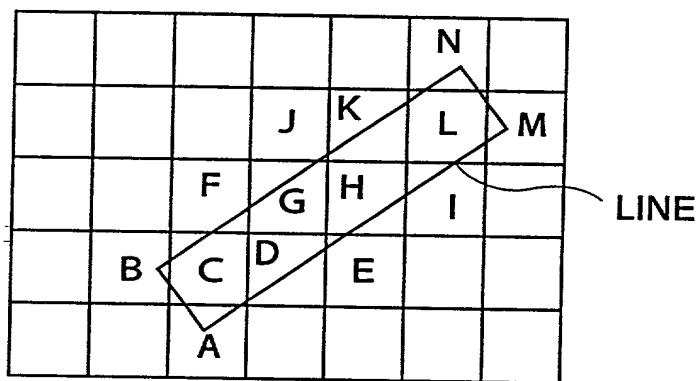


FIG.2B
PRIOR ART

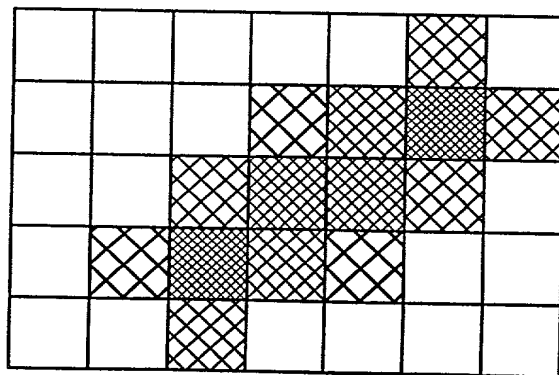
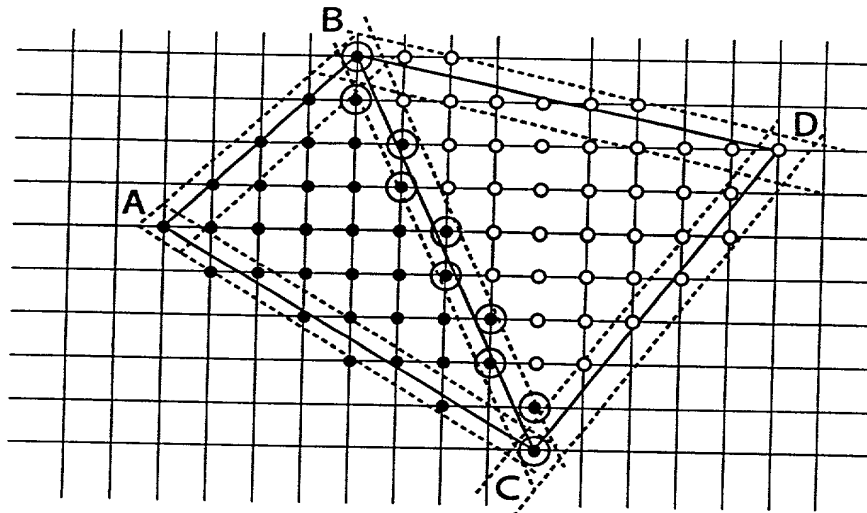


FIG.3
PRIOR ART



- :PIXELS WHEN TRIANGLE ABC IS DRAWN
- :PIXELS WHEN TRIANGLE BCD IS DRAWN

FIG.4

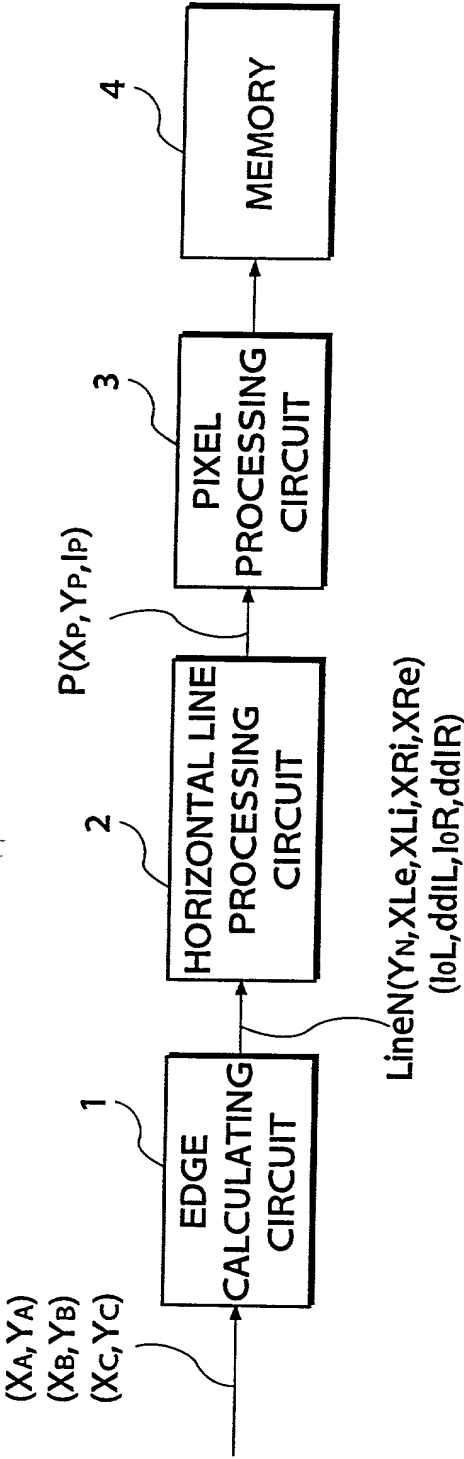


FIG.5

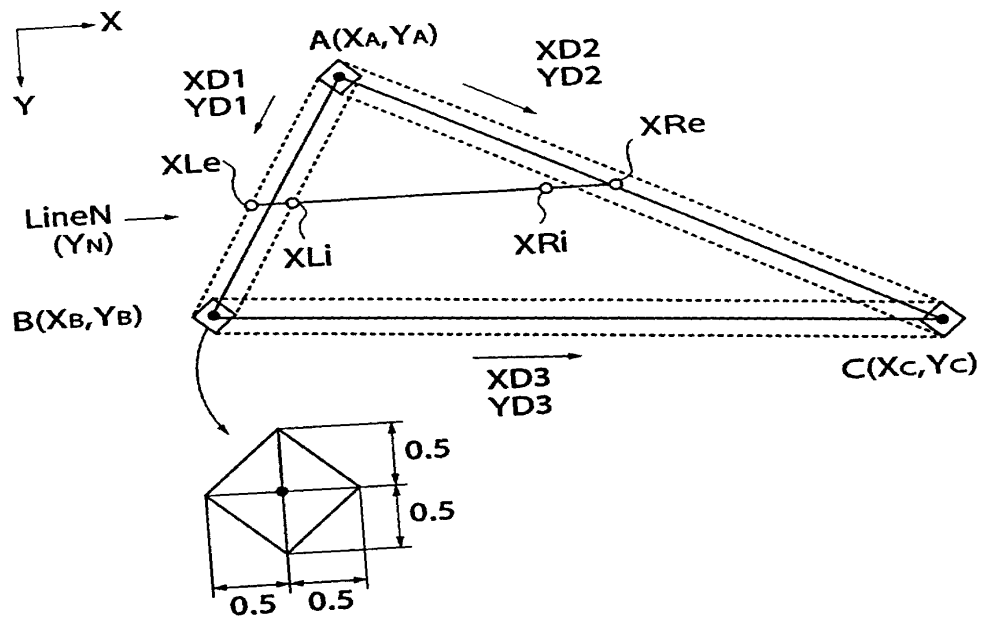


FIG.6

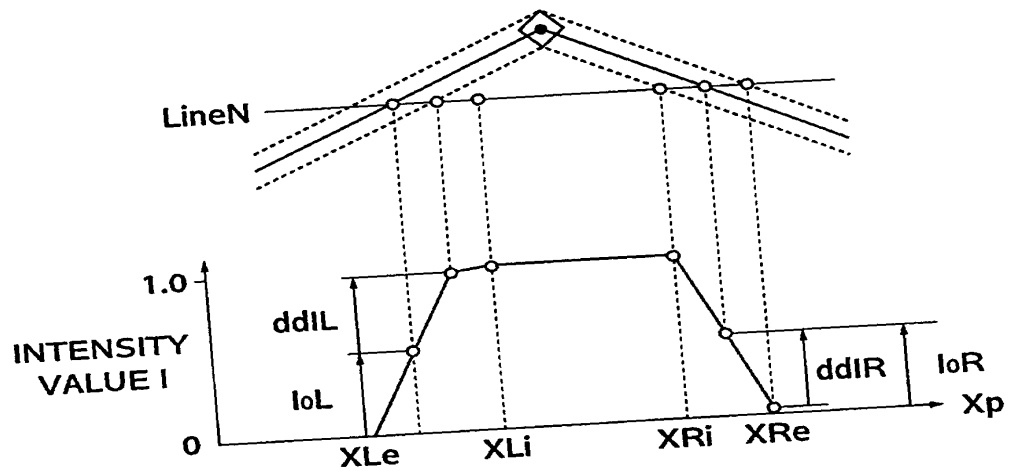


FIG. 7A

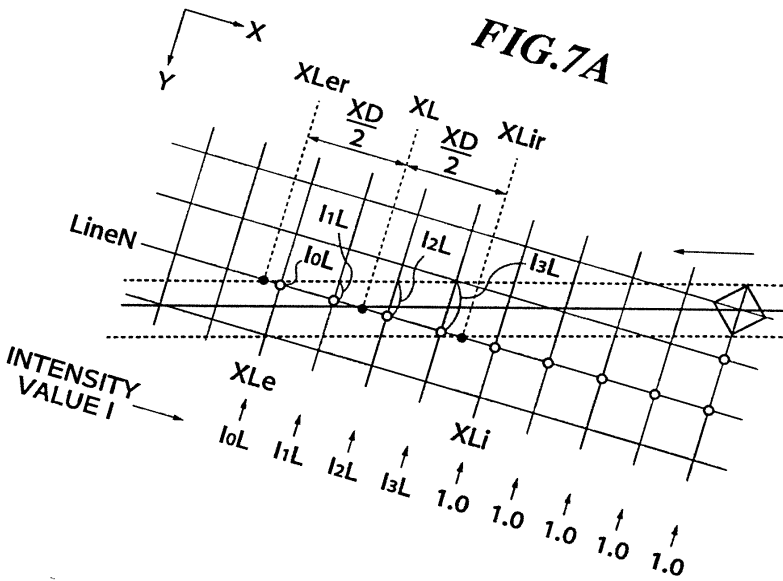


FIG. 7B

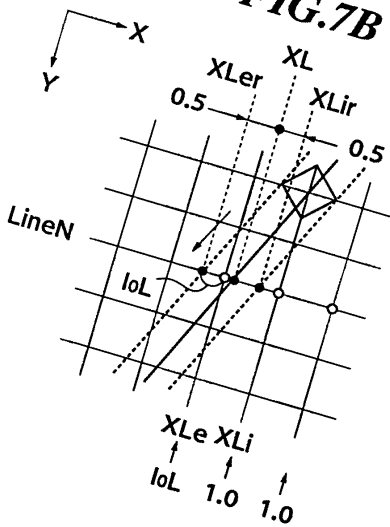


FIG.8A

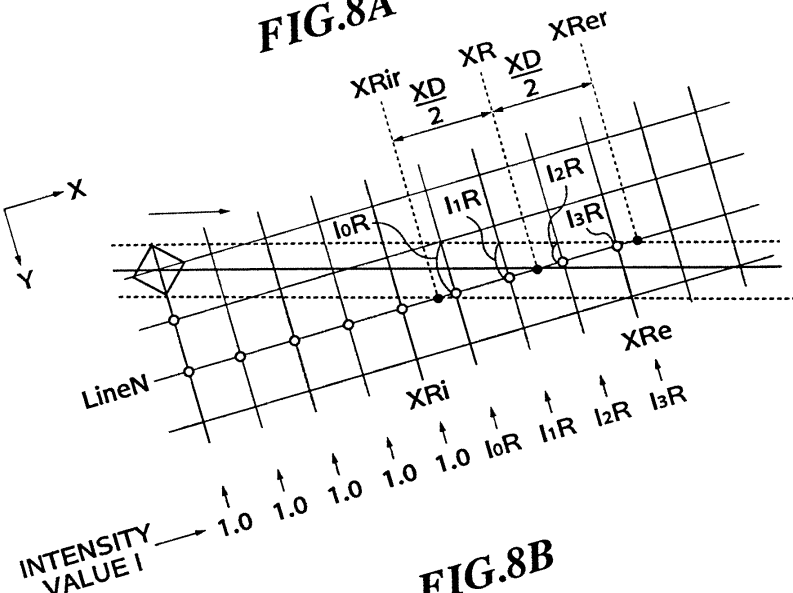


FIG.8B

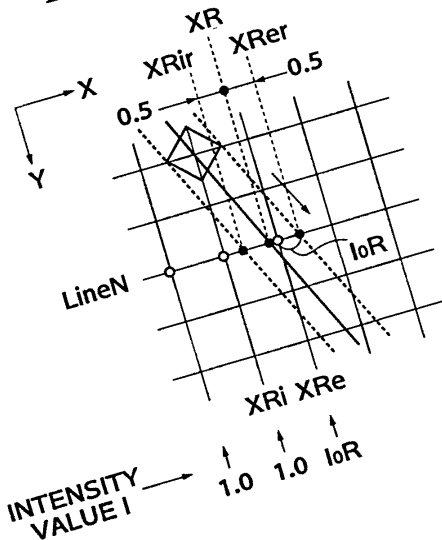


FIG.9

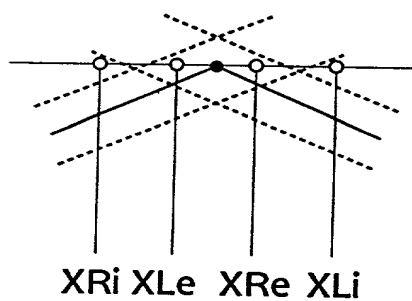


FIG.10

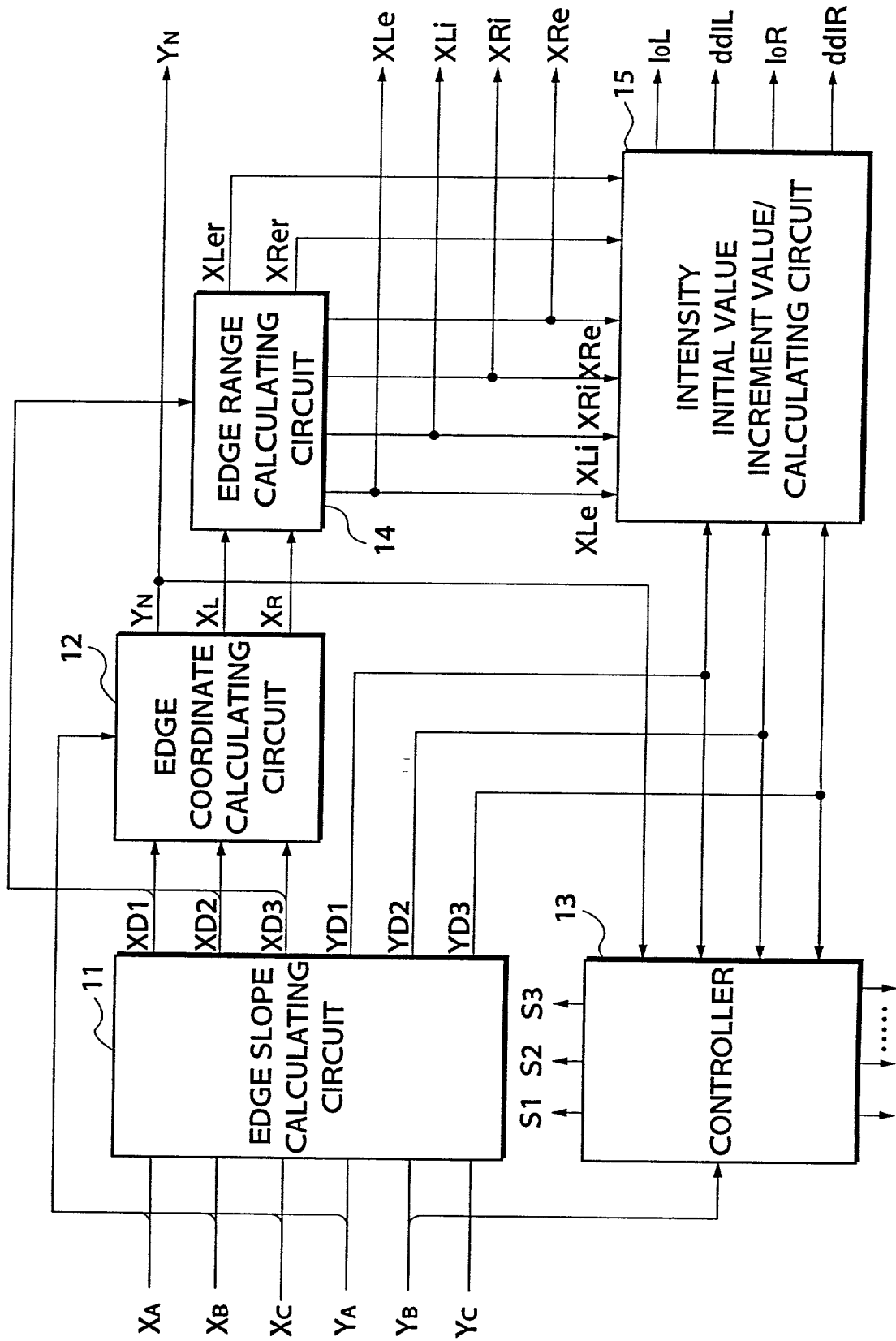


FIG.11

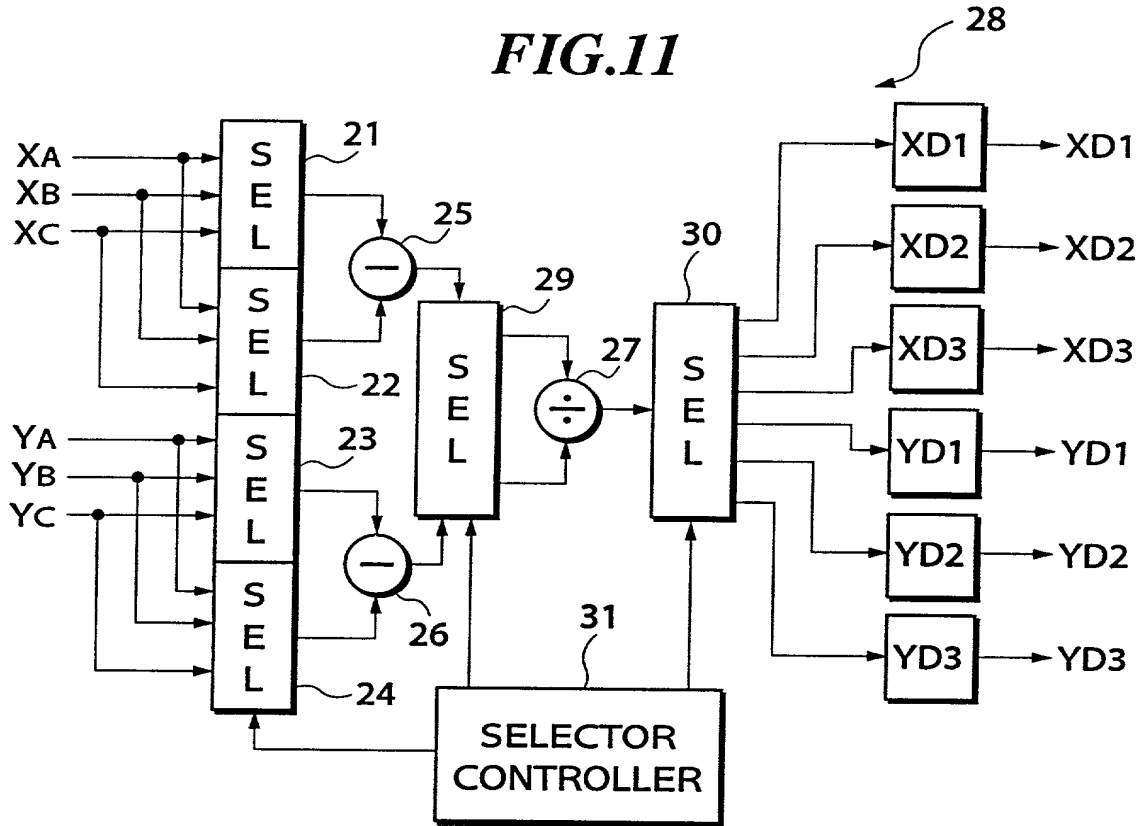


FIG.12

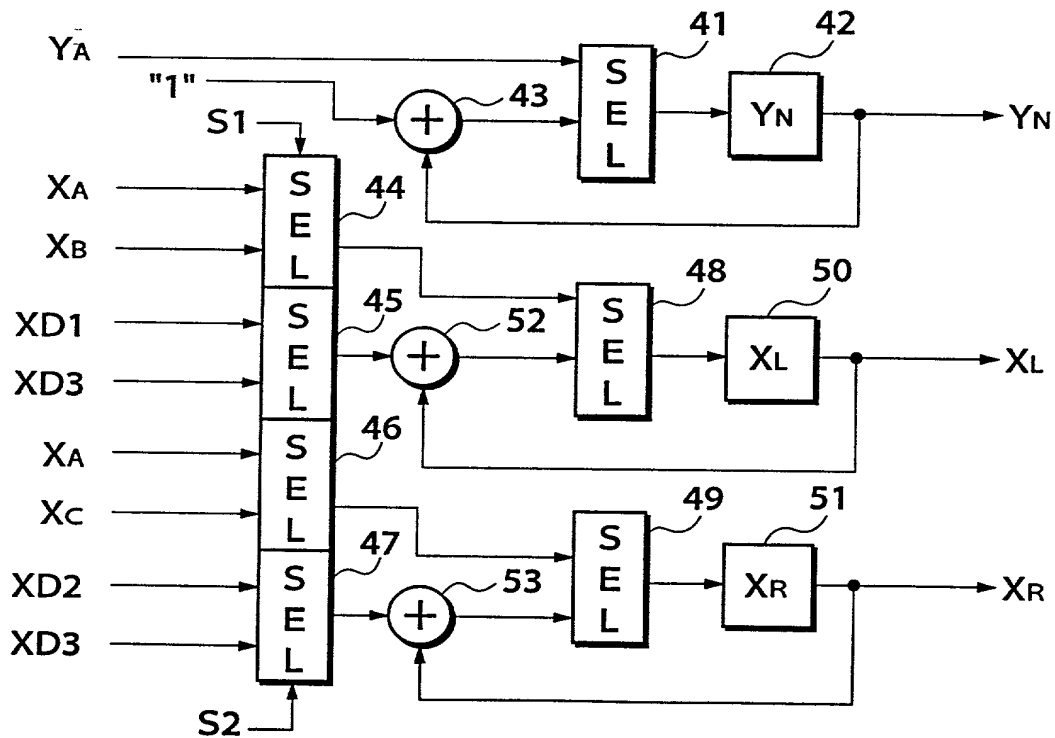


FIG.13

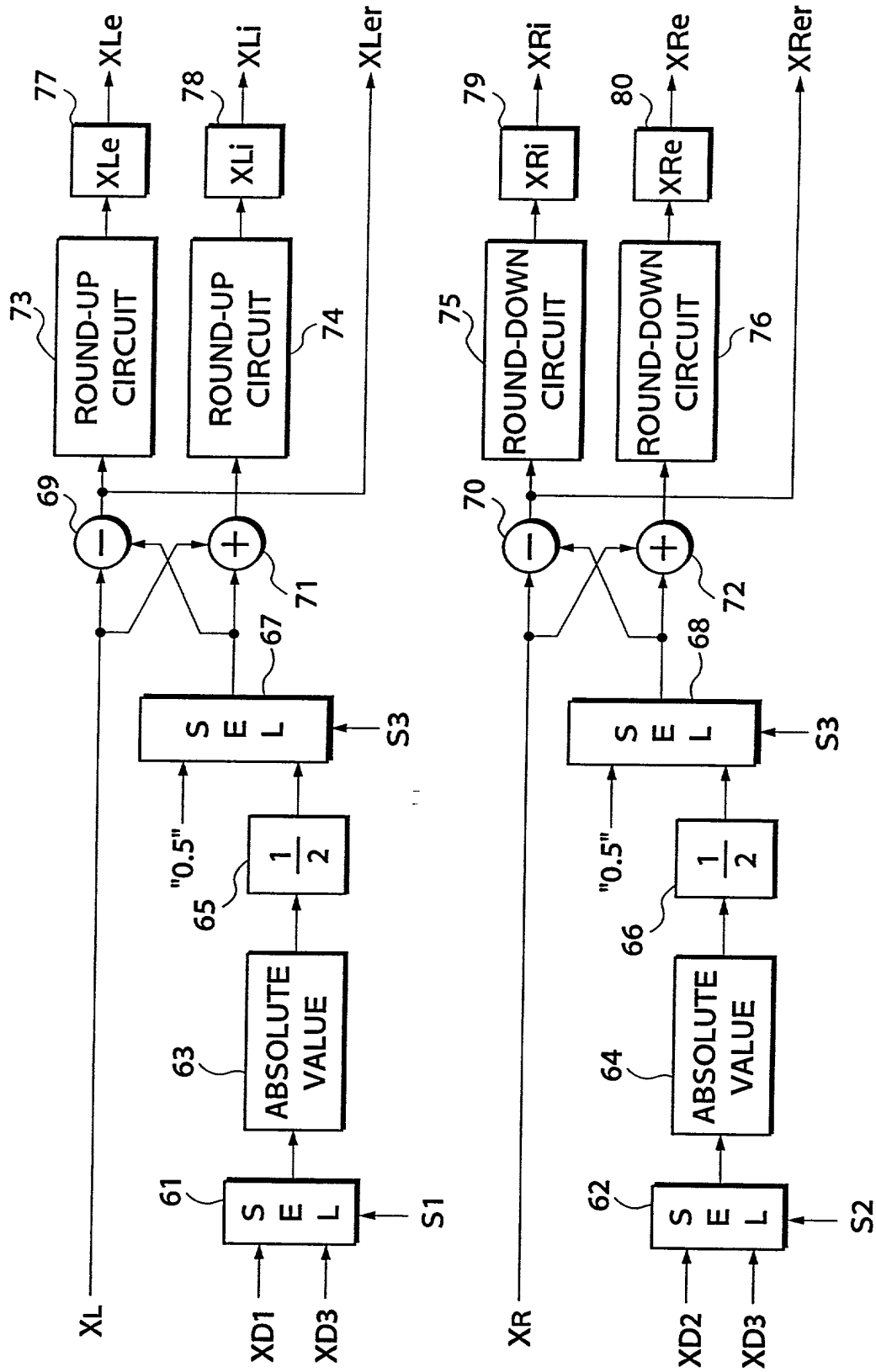


FIG.14

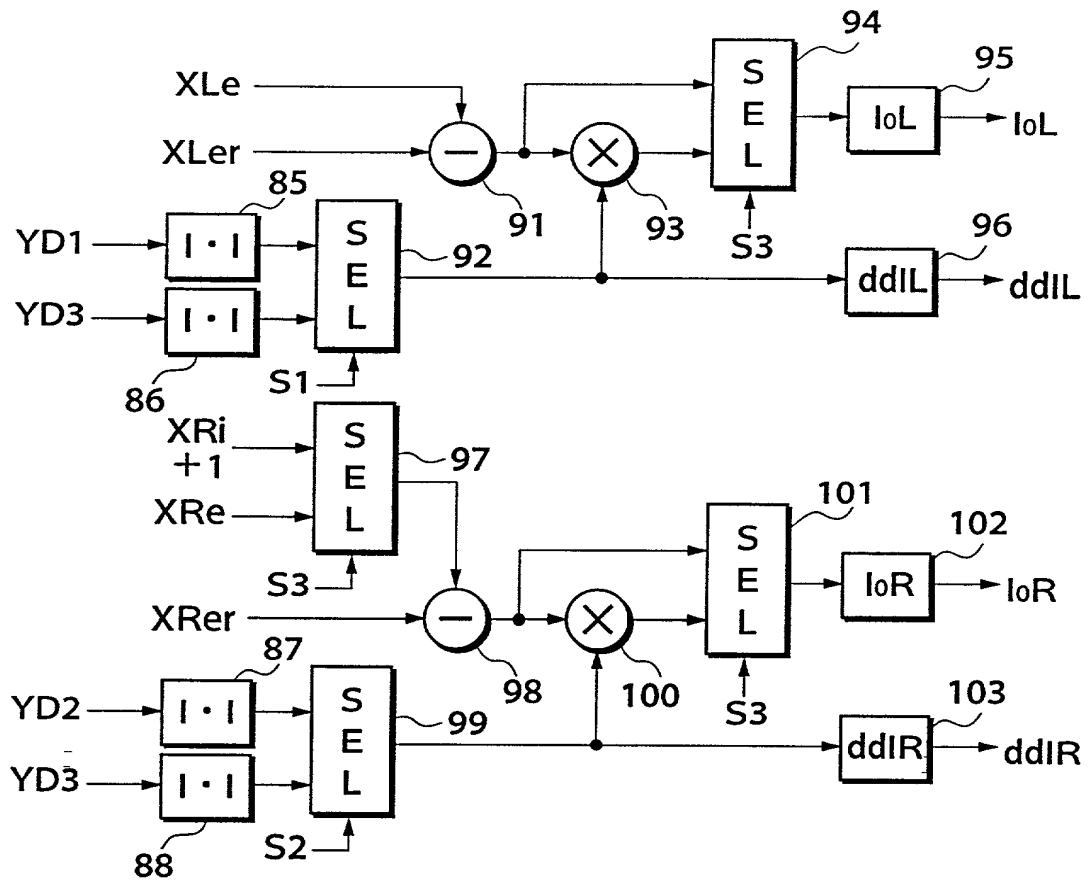


FIG.15A

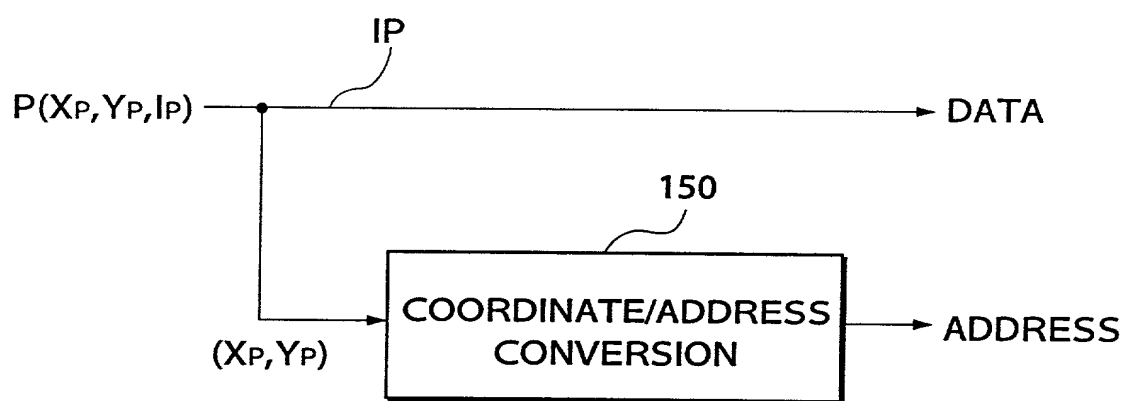


FIG.15B

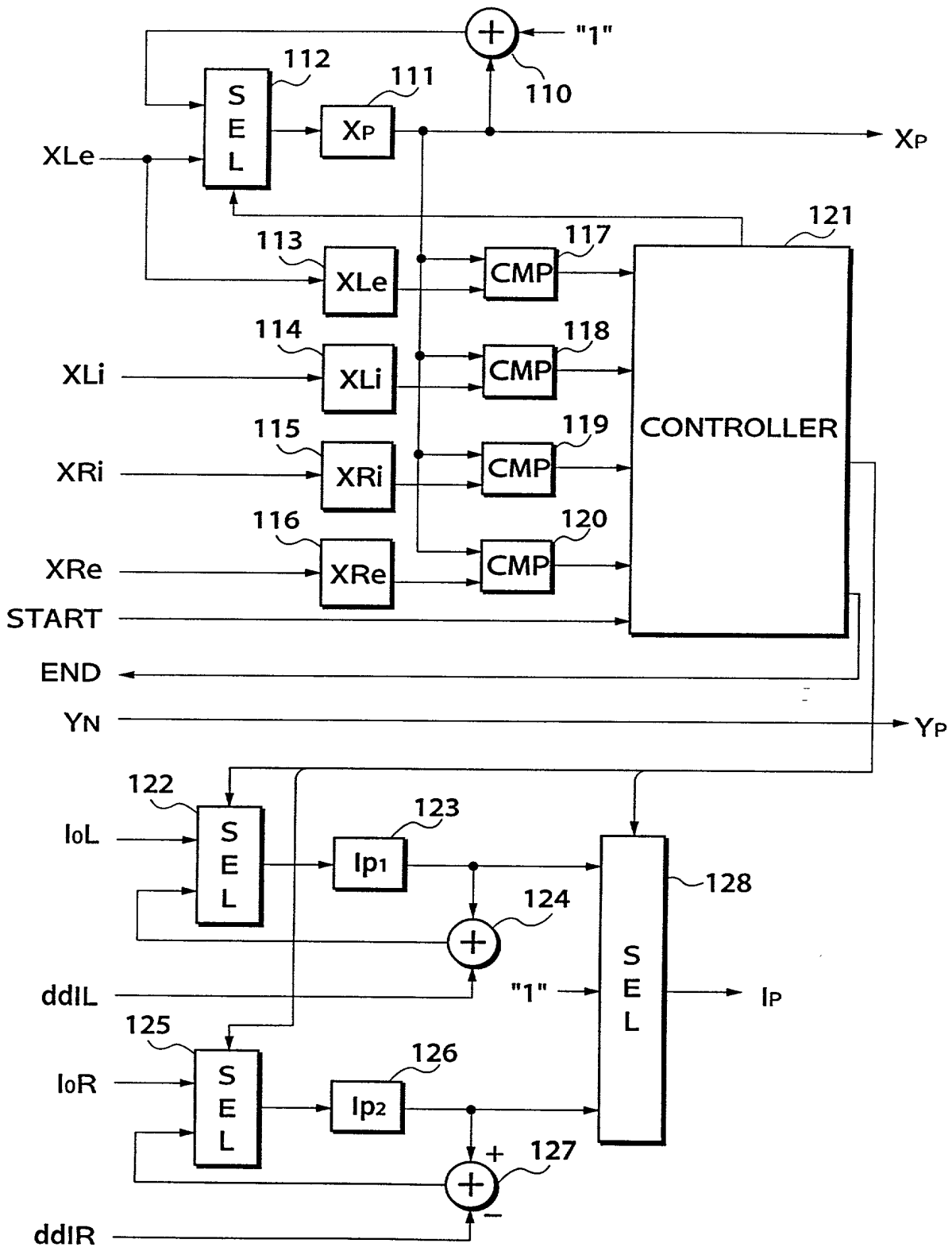


FIG.16

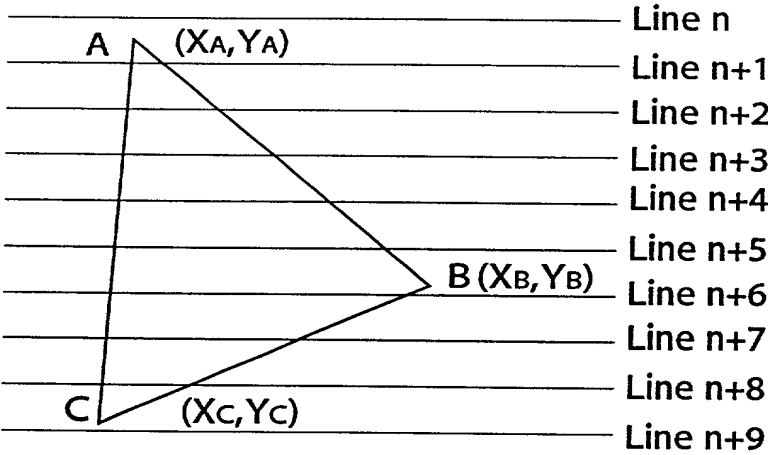


FIG.17

PATTERN A	PATTERN B	PATTERN C
<p>Pattern A shows a triangle with a horizontal base and a vertical height. The height is labeled ΔY. The base is labeled YLSB.</p>	<p>Pattern B shows a parallelogram with a horizontal base and a vertical height. The height is labeled $\Delta Y=1.0$. The base is labeled YLSB.</p>	<p>Pattern C shows a triangle with a horizontal base and a vertical height. The height is labeled ΔY. The base is labeled YLSB.</p>

FIG.18

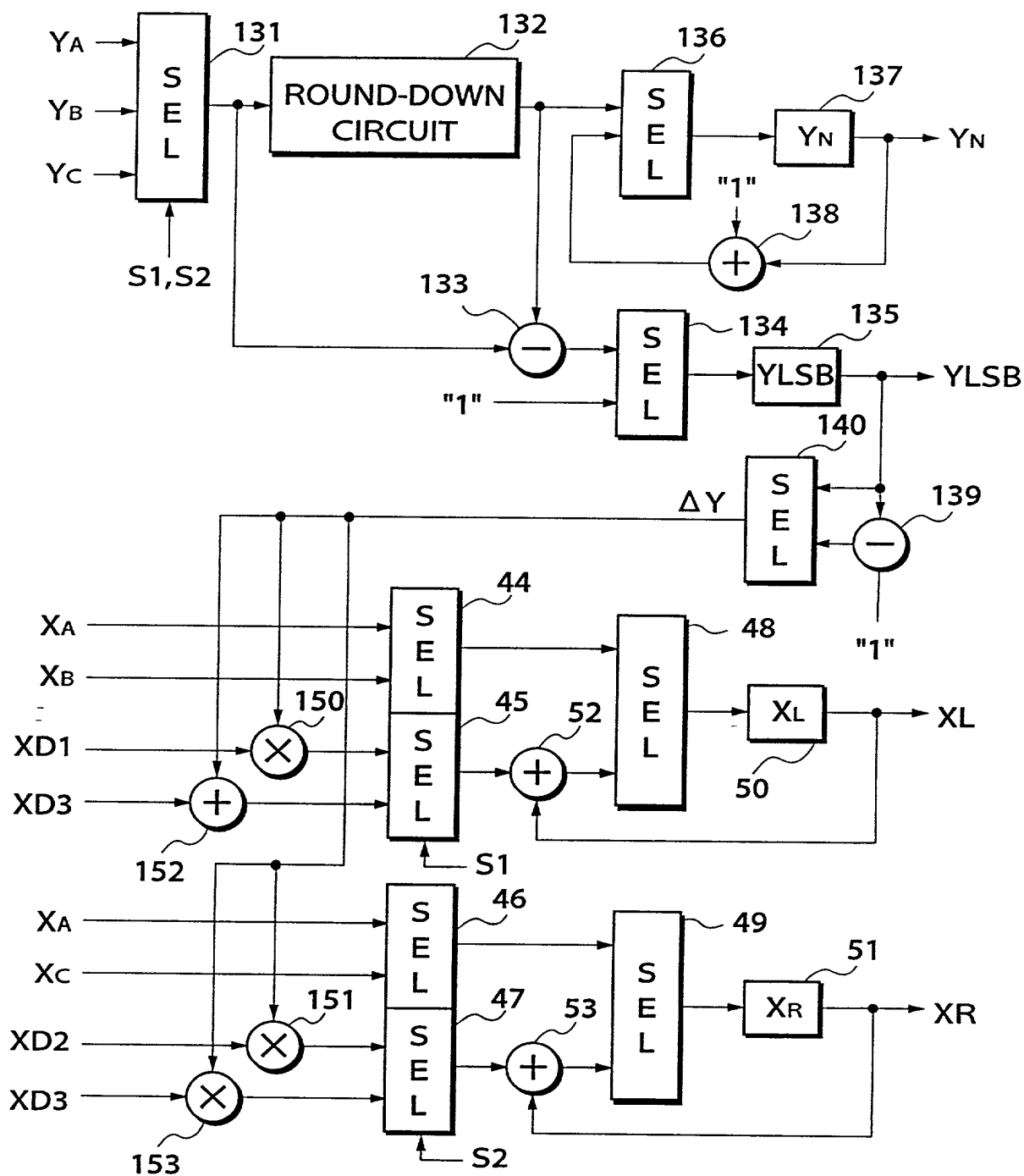


FIG.19

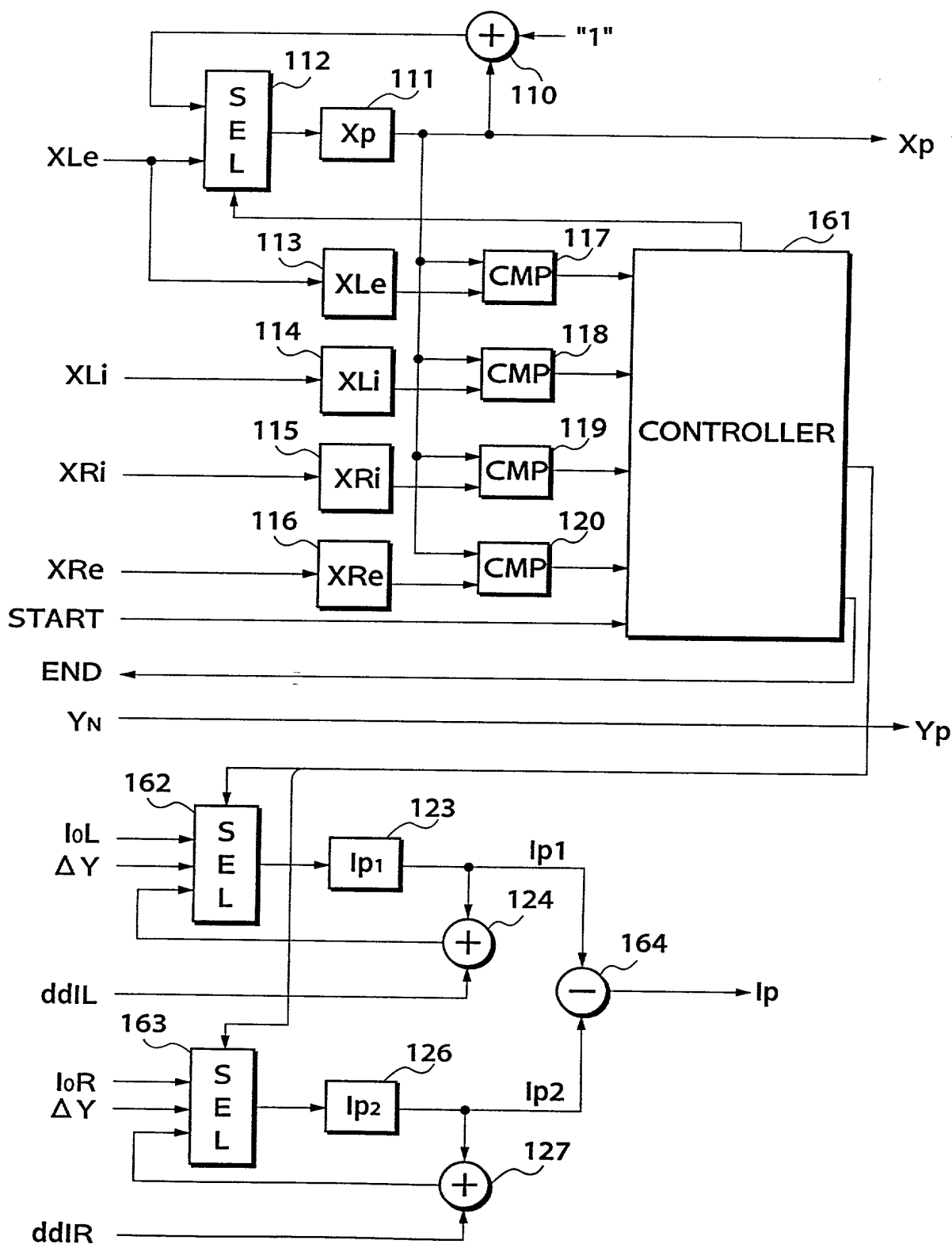


FIG.20

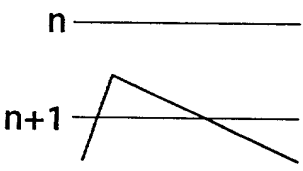


PATTERN D	PATTERN E	PATTERN F
		

FIG.21A

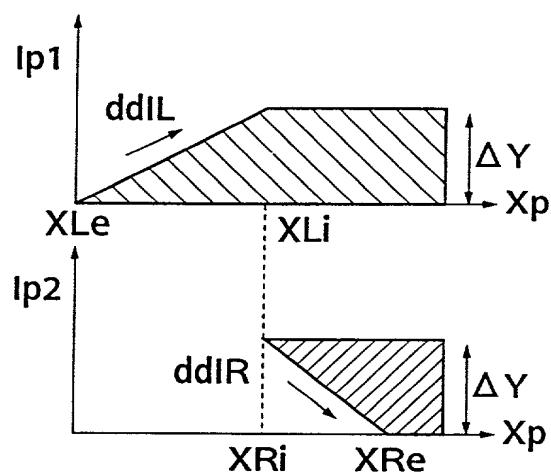


FIG.21B

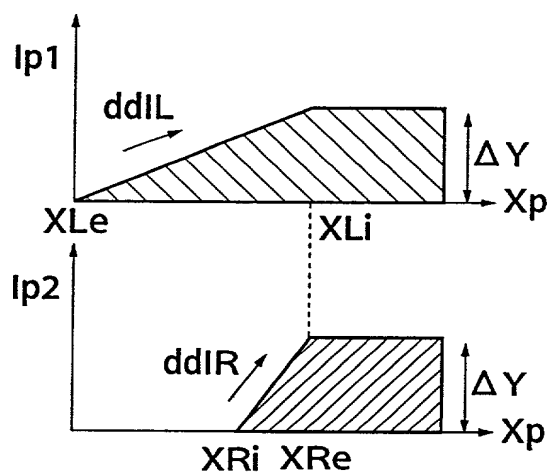


FIG.21C

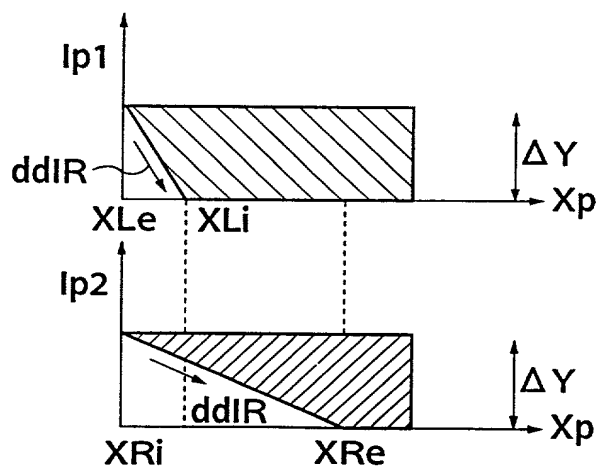


FIG.22A

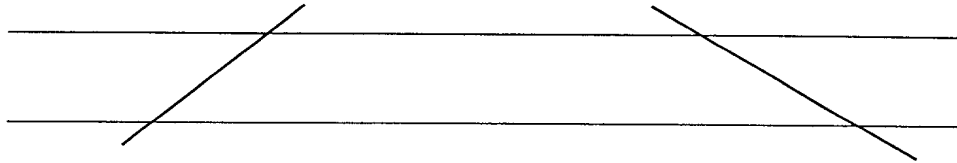


FIG.22B

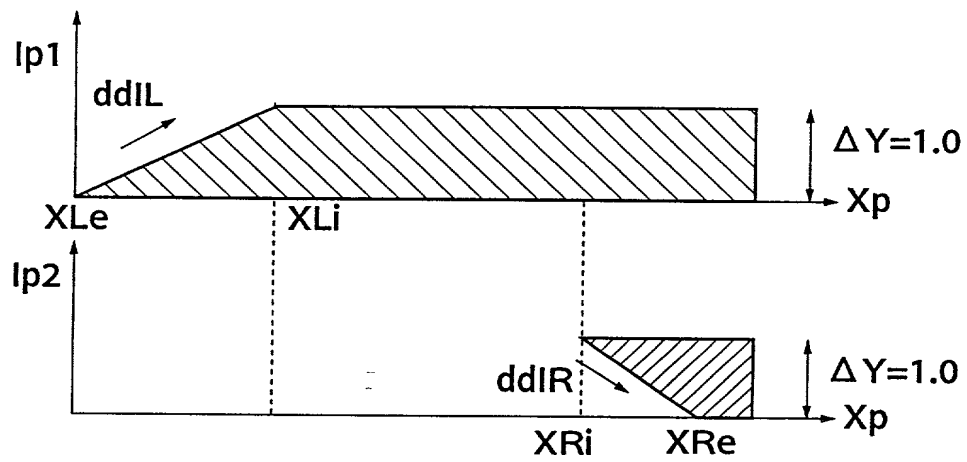


FIG.23

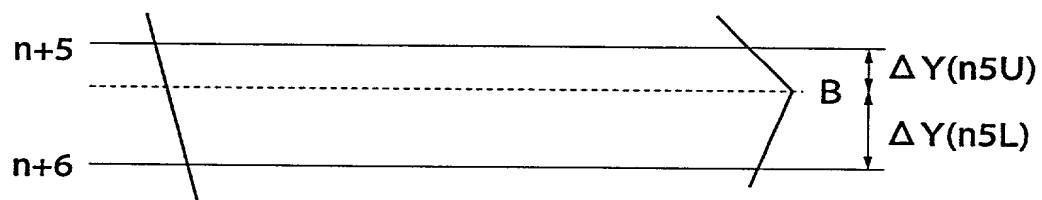


FIG.24A

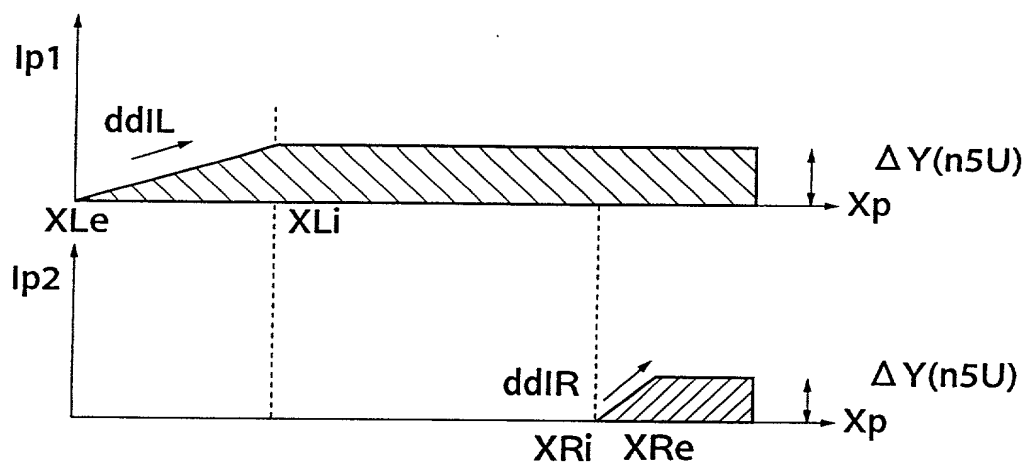


FIG.24B

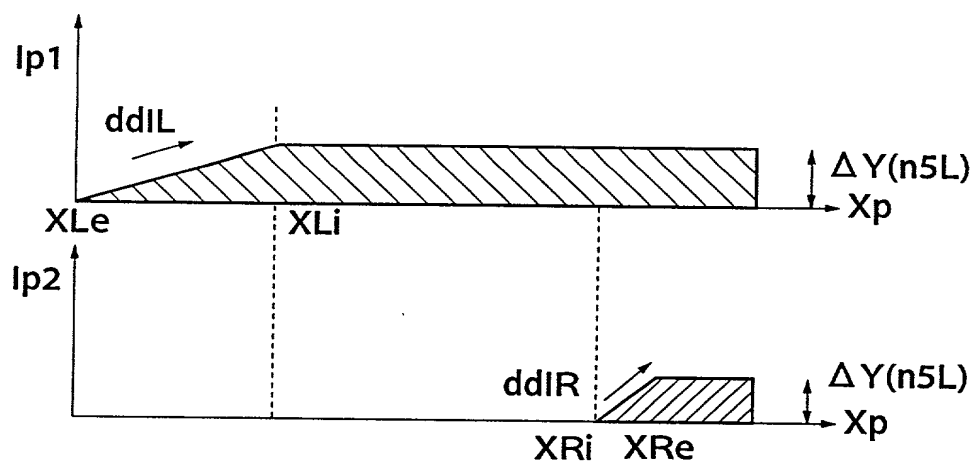


FIG.25

PATTERN G	PATTERN H	PATTERN I
n $n+1$	n $n+1$	n $n+1$

FIG.26

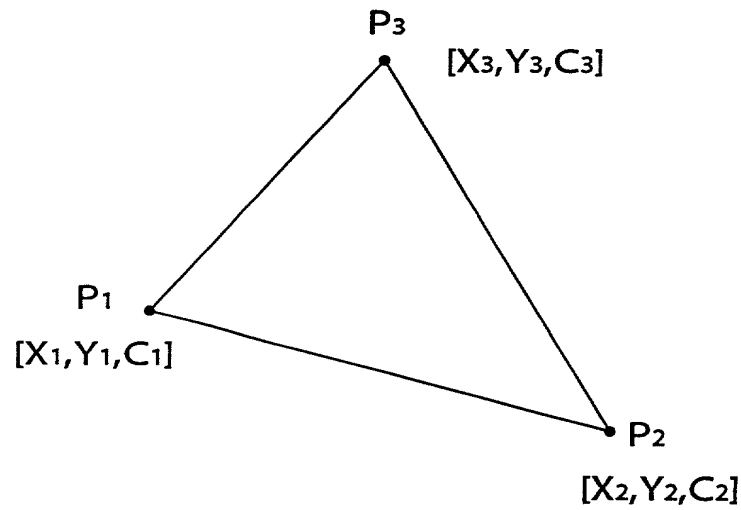


FIG.27A

- 1.Move [X1,Y1,C1]
- 2.Move [X2,Y2,C2]
- 3.Triangle_Fill [X3,Y3,C3]
- 4.Triangle_Fill [X4,Y4,C4]
- 5.Triangle_Fill [X5,Y5,C5]

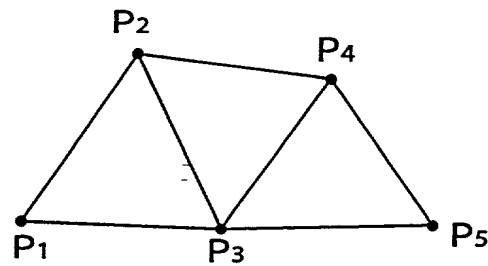


FIG.27B

- 1.Move [X1,Y1,C1]
- 2.Move [X2,Y2,C2]
- 3.Triangle_Fill [X3,Y3,C3]
- 4.Triangle_Fill [X4,Y4,C4]
- 5.Triangle_Fill [X5,Y5,C5]

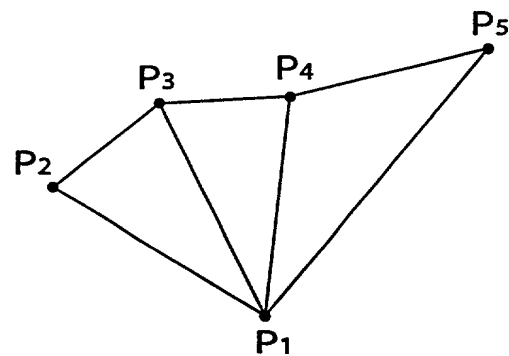


FIG.28

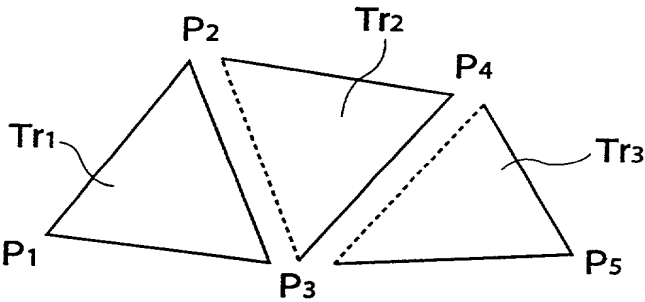


FIG.29

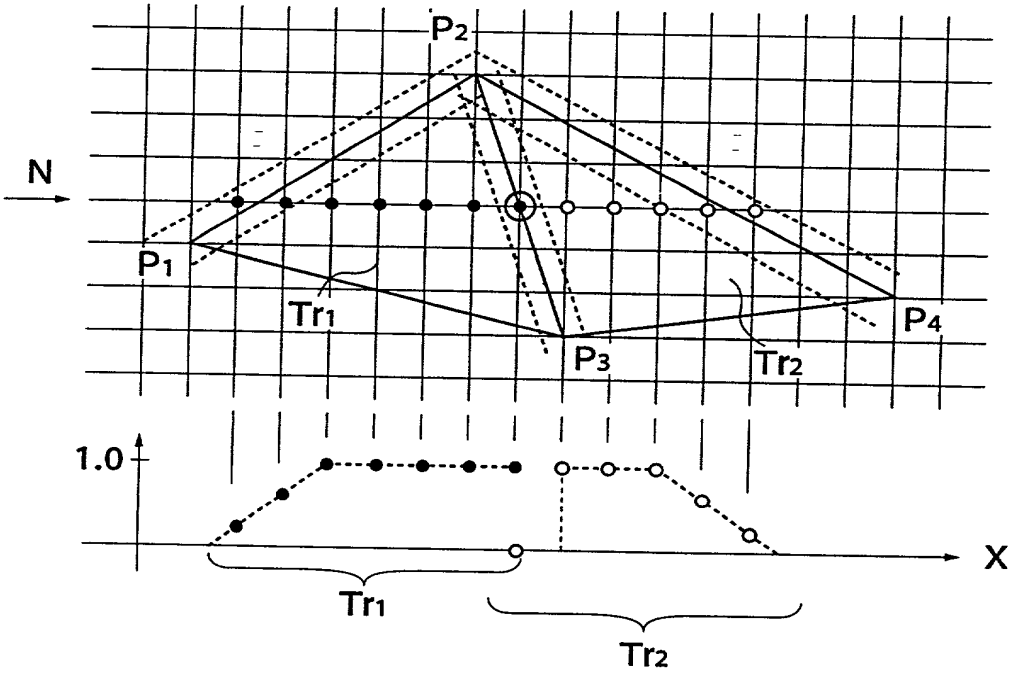
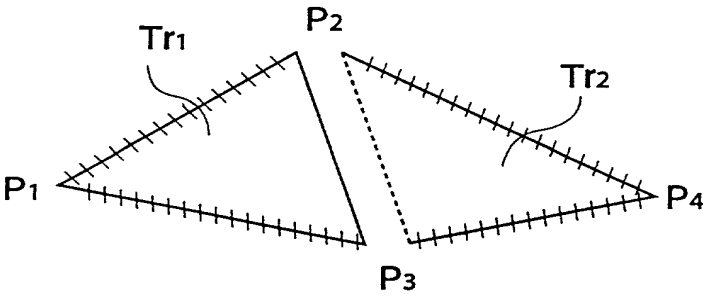


FIG.30



+++++	EDGE WHICH IS SUBJECTED TO INTENSITY PROCESSING
————	EDGE WHICH IS DRAWN BUT NOT SUBJECTED TO INTENSITY PROCESSING
-----	EDGE WHICH IS NOT DRAWN

FIG.31

Move [X ₁ ,Y ₁ ,C ₁]	OPERATION CODE		OPTION BIT	
	X ₁ COORDINATE			
	Y ₁ COORDINATE			
	C ₁ DATA			
Move [X ₂ ,Y ₂ ,C ₂]	OPERATION CODE		OPTION BIT	
	X ₂ COORDINATE			
	Y ₂ COORDINATE			
	C ₂ DATA			
Triangle_Fill [X ₃ ,Y ₃ ,C ₃]	OPERATION CODE		OPTION BIT	
	X ₃ COORDINATE			
	Y ₃ COORDINATE			
	C ₃ DATA			

FIG.32

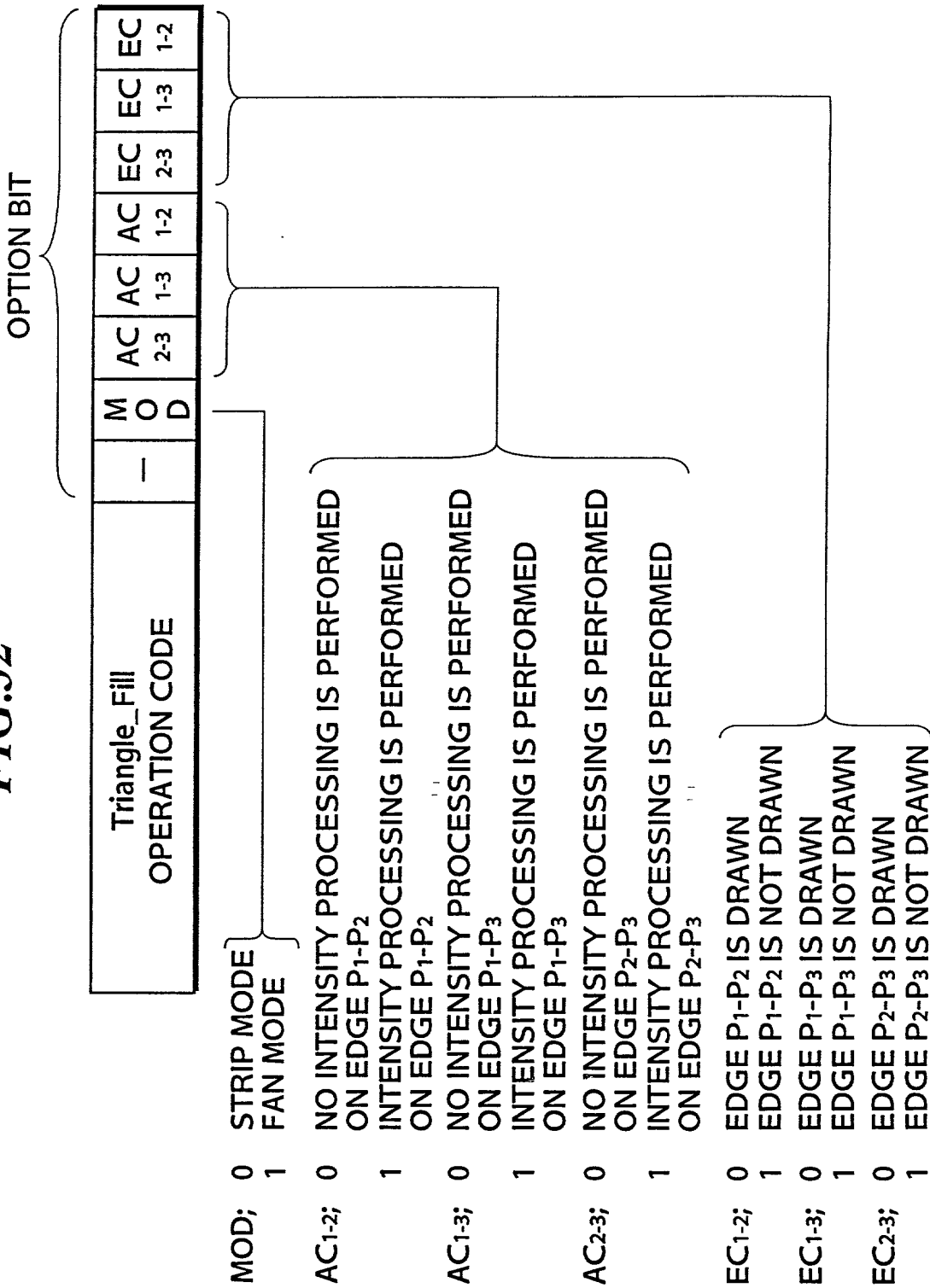
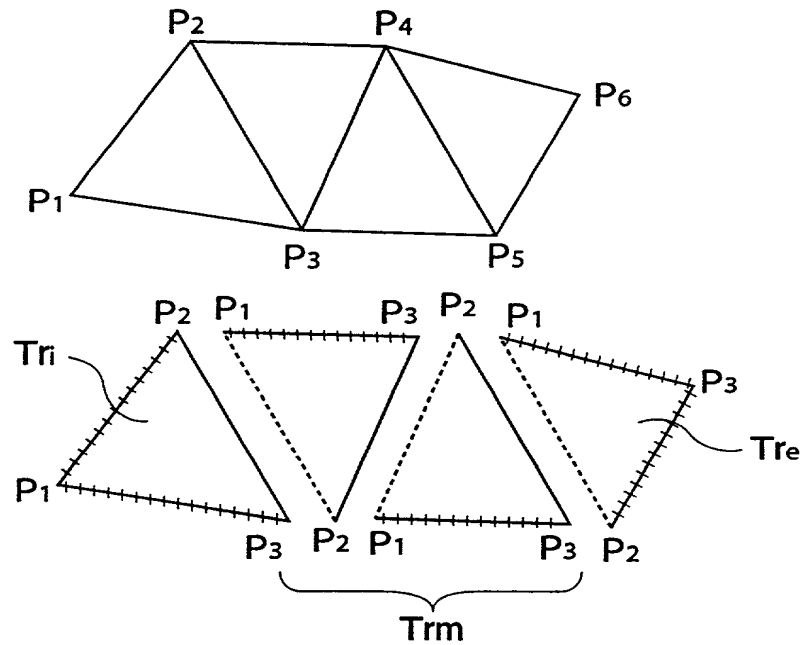


FIG.33A

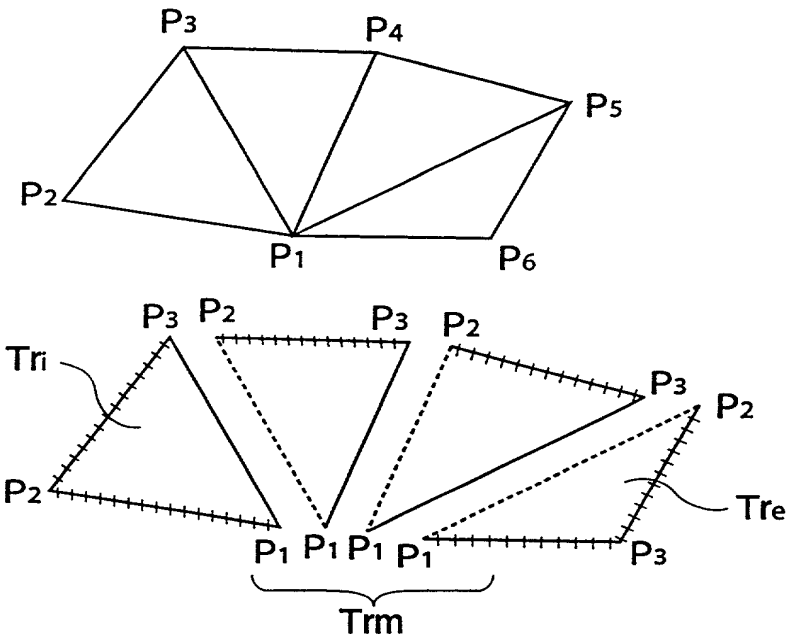


+++++	EDGE WHICH IS SUBJECTED TO INTENSITY PROCESSING
—	EDGE WHICH IS DRAWN BUT NOT SUBJECTED TO INTENSITY PROCESSING
---	EDGE WHICH IS NOT DRAWN

FIG.33B

OPTION BIT	M O D	AC 2-3	AC 1-3	AC 1-2	EC 2-3	EC 1-3	EC 1-2
Tri	0	0	1	1	0	0	0
Trm	0	0	1	0	0	0	1
Tre	0	1	1	0	0	0	1

FIG.34A



-----+-----	EDGE WHICH IS SUBJECTED TO INTENSITY PROCESSING
—————	EDGE WHICH IS DRAWN BUT NOT SUBJECTED TO INTENSITY PROCESSING
-----	EDGE WHICH IS NOT DRAWN

FIG.34B

OPTION BIT \	M O D	AC 2-3	AC 1-3	AC 1-2	EC 2-3	EC 1-3	EC 1-2
Tri	0	1	0	1	0	0	0
Trm	1	1	0	0	0	0	1
Tre	1	1	1	0	0	0	1

FIG.35

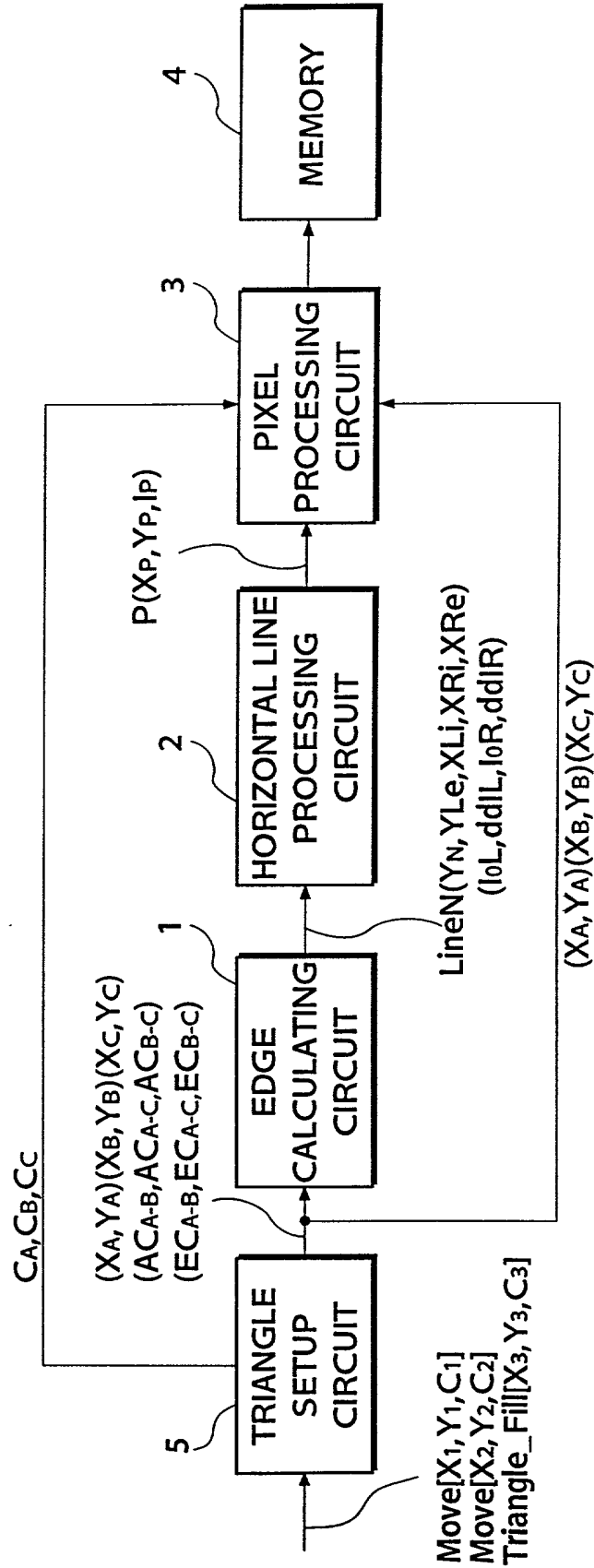


FIG.36

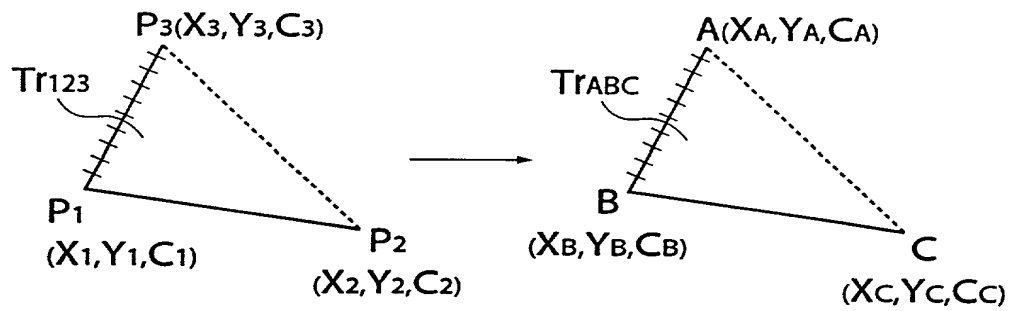


FIG.37

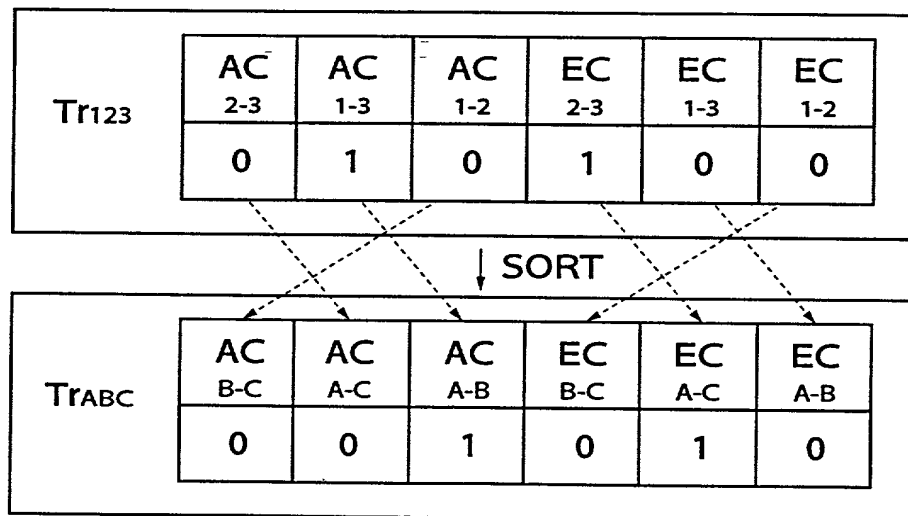


FIG.38

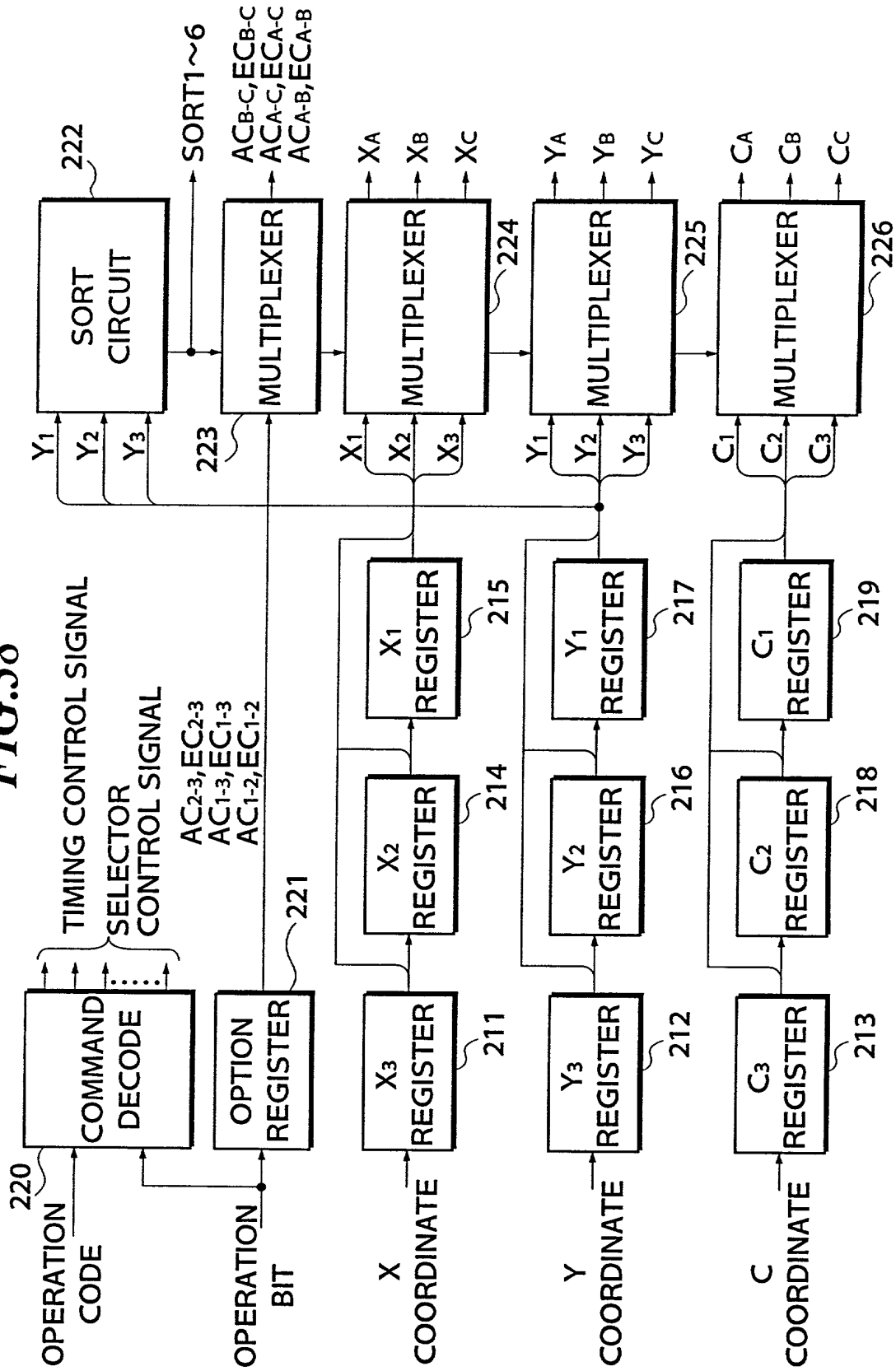


FIG.39

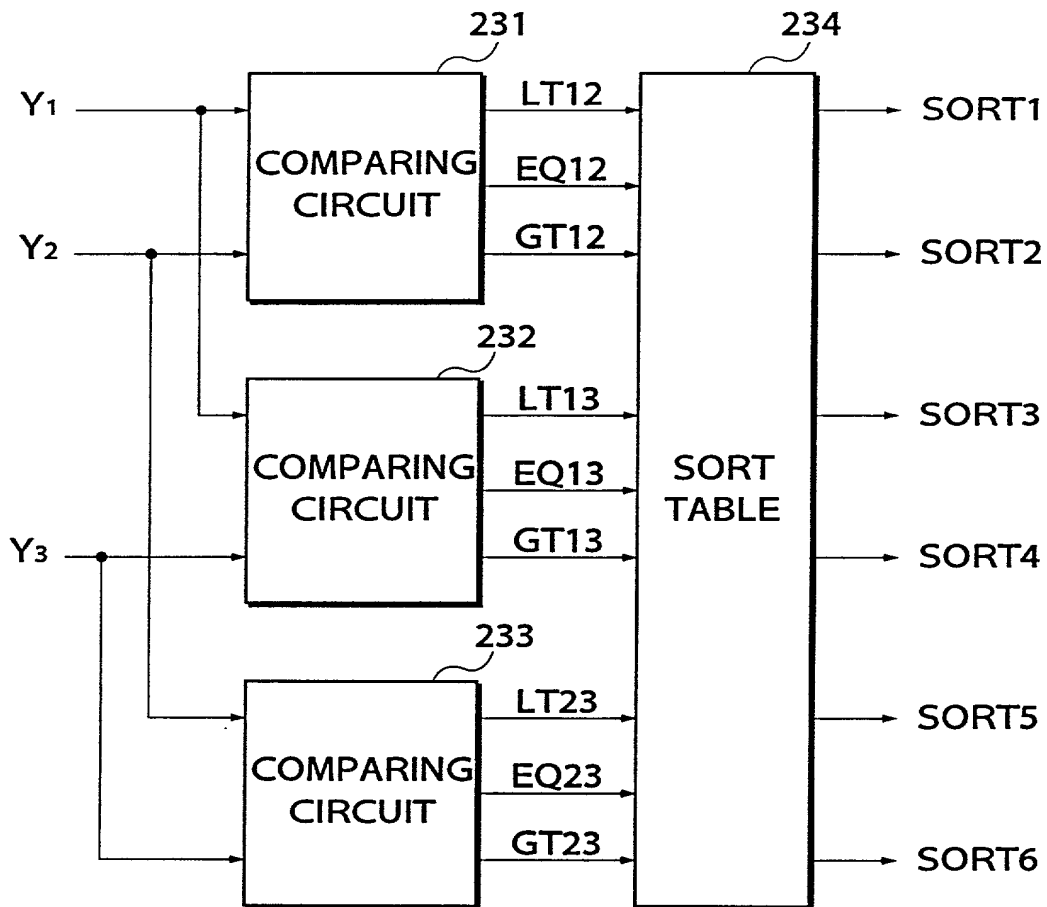


FIG.40

Y ₁ -Y ₂	Y ₂ -Y ₃	Y ₁ -Y ₃	MULTIPLEXER CONTROL	FORM OF TRIANGLE
=	=	=	SORT1	
=	=	<	—	
=	=	>	—	
=	<	=	—	
=	<	<	SORT1	
=	<	>	—	
=	>	=	—	
=	>	<	—	
=	>	>	SORT5	
<	=	=	—	
<	=	<	SORT1	
<	=	>	—	
<	<	<	SORT1	
<	<	>	—	
<	>	=	SORT2	
<	>	<	SORT2	
<	>	>	SORT5	
>	=	=	—	
>	=	<	—	
>	=	>	SORT4	
>	<	=	SORT3	
>	<	<	SORT3	
>	<	>	SORT4	
>	>	=	—	
>	>	<	—	
>	>	>	SORT6	

FIG.41

	MULTIPLEXER CONTROL					
SORT1	A=P ₁	B=P ₂	C=P ₃	A-B=1-2	A-C=1-3	B-C=2-3
SORT2	A=P ₁	B=P ₃	C=P ₂	A-B=1-3	A-C=1-2	B-C=2-3
SORT3	A=P ₂	B=P ₁	C=P ₃	A-B=1-2	A-C=2-3	B-C=1-3
SORT4	A=P ₂	B=P ₃	C=P ₁	A-B=2-3	A-C=1-2	B-C=1-3
SORT5	A=P ₃	B=P ₁	C=P ₂	A-B=1-3	A-C=2-3	B-C=1-2
SORT6	A=P ₃	B=P ₂	C=P ₁	A-B=2-3	A-C=1-3	B-C=1-2

FIG.42

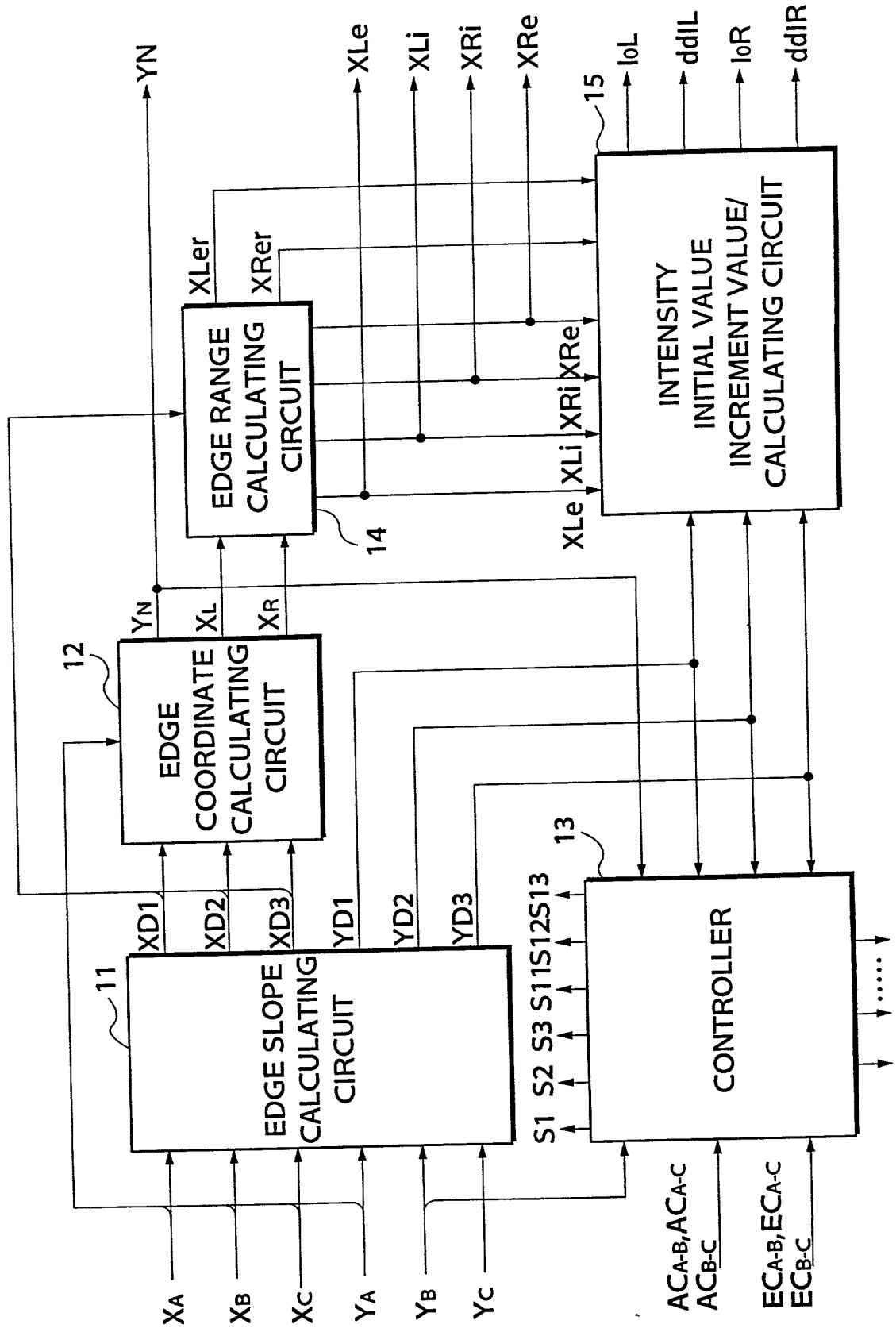


FIG.43

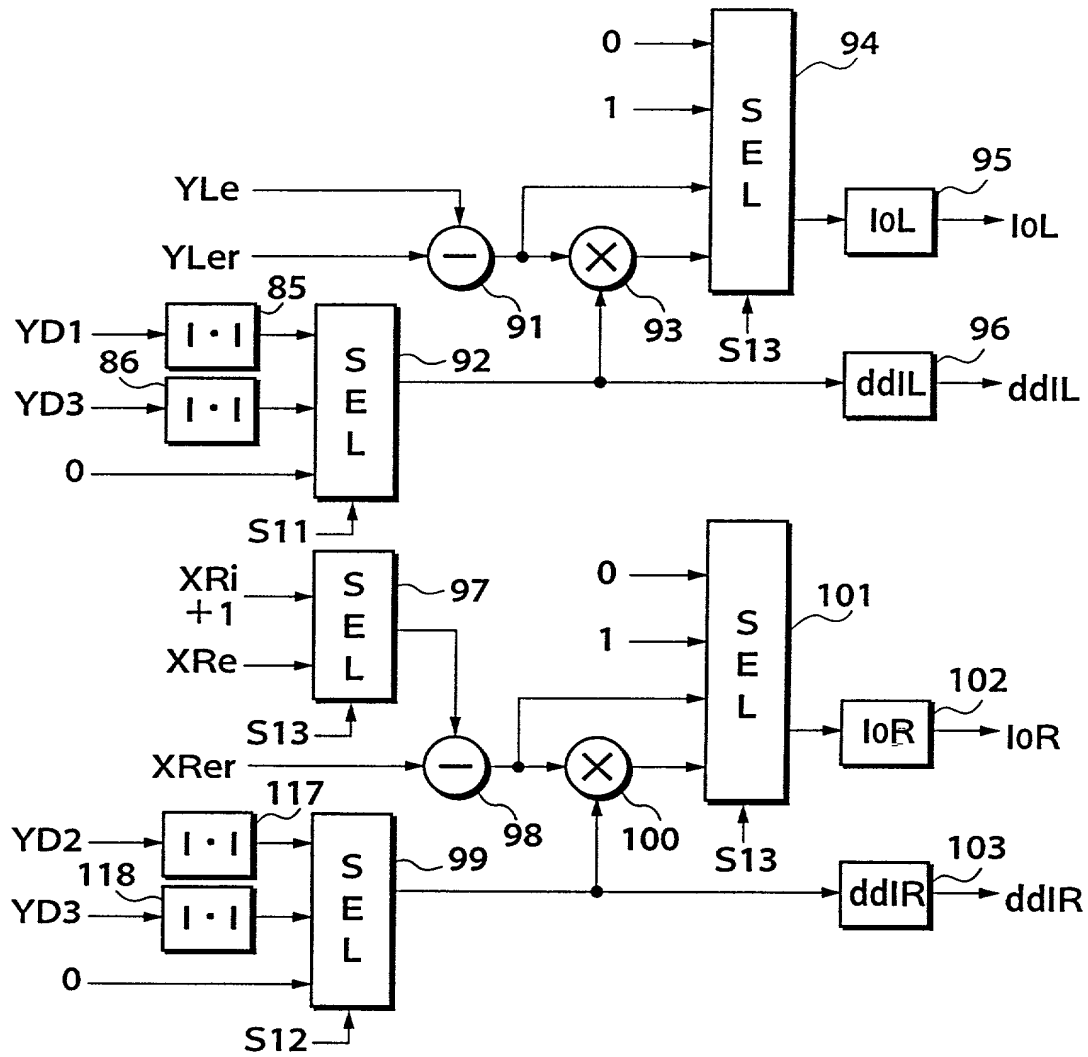


FIG.44

